```
VsnetSocketBase
    #
       set
    + VsnetSocketBase()
    + ~VsnetSocketBase()
    + valid()
     + get_fd()
     + close_fd()
     + get_socktype()
    + set_block()
    + set_nonblock()
+ get_nonblock()
    + isActive()
    and 9 more...
# child_disconnect()
                 Δ
          VsnetSocket
        remote ip
       local_ip
    + VsnetSocket()
    + ~VsnetSocket()
    + isTcp()
+ optPayloadSize()
+ queueLen()
    + eq()
    + lt()
     + sameAddress()
    + sendbuf()
    + recvbuf()
    + dump()
    + getRemoteAddress()
    + setRemoteAddress()
    + getLocalAddress()
    + setLocalAddress()
                 Δ
       VsnetTCPSocket
   incomplete_packet
   cpq
#_cpq_mx
#_incomplete_header
# _header
  _connection_closed
  _sq
# _sq_current
#_sq_off
#
   _sq_mx
_sq_fd
#
+ VsnetTCPSocket()
+ ~VsnetTCPSocket()
+ isTcp()
+ optPayloadSize()
+ queueLen()
+ sendbuf()
+ recvbuf()
+ dump()
+ isActive()
+ lower_selected()
+ need_test_writable()
+ get_write_fd()
+ lower_sendbuf()
+ lower_clean_sendbuf()
# child_disconnect()
# inc_pending()
# dec_pending()
# inner complete a packet()
# private_nothread_conditional
 write()
```